Science Fiction Film and Television

Course prefix: LMC

Course number: 3215

Section: B

CRN (you may add up to five):
29521

Instructor First Name: Ida

Instructor Last Name: Yoshinaga

Semester: Spring

Academic year: 2026

Course description:

This course investigates science fiction as the genre developed during film history and has become one of the most popular forms of television narrative.

Course learning outcomes:

- Apply key theories and concepts of cinema studies and science-fiction/fantasy (sf/f) genre theory to specific movies and to select episodes of television/"post"-TV, in cogent, supported ways, on a semi-weekly basis in short, informal, written mini-essays
- Through collaborative work with peers, design a formal presentation that critically highlights a particular speculative/fantastic film, video, or show and a scholar's or media critic's critical assessment of that text—such that the intellectual and artistic questions in readings and class discussion are addressed, through an engaging, slideshow-aided talk and through a thoughtfully guided, interactive discussion of specific scenes, arcs, cinematic elements, writing tricks, genre mixes, and plot structures of that film or series
- Research, design, and execute either a creative script or a research paper—one that addresses the science fiction/fantasy cinema discourse of academic and/or mass media journalism, in ways that exhibit awareness of the connections between genre form, media aesthetics, cinematic techniques, and audience impacts

Required course materials:

- Various PDF articles on film studies, genre theory, and creative industries will be posted to the Canvas course website
- Subscriptions required to Netflix and Disney+ streaming services

Grading policy:

Out of a total possible 100 points maximum (90-100 = A; 80-89 = B; 70-79 = C; 60-69 = D; 59 and under = F), these are the required grade items that help build your total score.

20   10 points each: Cinematic Elements Exam and Screenplay Formatting Quiz

30   Participation including regular attendance, in-class discussion/Q&A, Canvas Discussion posts, and in-person as well as Canvas/virtual groupwork

20   Group presentation and slideshow on approved sf/f cinematic/televisual text

30   Final Paper (Short Feature/Pilot Screenplay) including final paper talk

Attendance policy:

In-person attendance is mandatory. After the 4th absence (including the first day and week of class), they will lose 2 points of participation for each session not attended from the start to the finish time. Students with valid doctor's notes or students listed in the GT Athletics Dept.'s ongoing notifications of official Georgia Tech games will be excused. Regardless of the reason, absent students should keep up with coursework and learn from classmates what they have missed, also checking in with the Canvas website or notifying the instructor in advance of missing class.

Academic honesty/integrity statement:

Students are expected to maintain the highest standards of academic integrity. All work submitted must be original and properly cited. Plagiarism, cheating, or any form of academic dishonesty will result in immediate consequences as outlined in the university's academic integrity policy.

For information on Georgia Tech's Academic Honor Code which students are expected to follow, please visit:

http://www.catalog.gatech.edu/policies/honor-code/ or

http://www.catalog.gatech.edu/rules/18/.

Any student suspected of cheating or plagiarizing on an oral exercise, presentation, or writing assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations. This class prohibits use of AI except for specific in-class exercises under the guidance of the instructor; if Artificial Intelligence is used outside of that to perform the homework or assigned homework, this will be considered cheating and/or plagiarism.

Core IMPACTS statement(s) (if applicable):

This is a Core IMPACTS course that is part of the Humanities area [See https://undergradcurriculum.oue.gatech.edu/general-education for more information]:

Core IMPACTS refers to the core curriculum, which provides students with essential knowledge in foundational academic areas. This course will help students master course content, and support students' broad academic and career goals. This course thus directs students toward a broad Orienting Question:

How do I interpret the human experience through creative, linguistic, and philosophical works?

- Completion of this course should enable students to meet the following Learning Outcome:

Students will effectively analyze and interpret the meaning, cultural significance, and ethical implications of literary/philosophical texts or of works in the visual/performing arts.

- Course content, activities and exercises in this course should help students develop the following Career-Ready Competencies:
  - Ethical Reasoning
  - Information Literacy
  - Intercultural Competence